NES-LB-USA ★

LOOPZ

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Designed by Ian Upton.
Programmed by B.I.T.S.
Printed in Japan.

Mindscape Inc.
19808 Nordhoff Place
Chatsworth, CA 91311

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A starburst piece, called a "gopher," will appear from time to time allowing you to clear any incomplete loop it is placed upon. Note: If you do not use the gopher before time runs out, you will not lose a life.

A bonus of 10,000 points at Level 0 rising to 100,000 at Level 9 will be awarded to any player who scores a loop that covers all 126 tiles on the playfield. The player scoring the bonus points will also have his/her lives restored to three if the total lives left is less than that. If this bonus loop is scored in a two player game, both players will receive the bonus points.

One Player Games

Game A

When Game A begins, you'll see a screen that shows the playfield and a piece to be placed. Your scores, lives remaining, and the timer are shown at the bottom of the screen. The score at the left indicates the total number of loopz you've completed; the number above it is the lives you have left. The score at the right shows the total number of points scored for loopz. In Game A, you score points for completing loopz. Your score is based on the level of play. The higher the level, the higher your loopz scores. For every 25 loopz completed, you receive an extra life up to a maximum of

10. If you clear the screen during Game A, you'll receive bonus points based on the level you are playing at. The higher the level, the higher the bonus points.

Game B

When Game B starts, you'll see the playfield and a piece that needs to be placed. Your scores, lives remaining, bonus multiplier, bonus target and the timer are shown at the bottom of the screen. The score at the bottom left is the number of loopz completed; the number above it indicates the lives you have left. The score at the bottom right is the points you've scored for loopz. The number above it is your Bonus Multiplier.

The Bonus Multiplier begins at "x01" and increases based on the number of tiles covered on the screen. The Bonus Multiplier is used to increase your score if you play Bonus Game 1. The Bonus Multiplier can be built up to "x10" and will not decrease or be used unless you play Bonus Game 1.

Above the timer in the middle of the screen is a Bonus Target Score. You must complete a loop that scores more than that point value in order to enter Bonus Game 2. Game B always starts at Level 0, and scoring is the same as in Game A. However, for every 10 loopz completed, you move up a level; for every 25 loopz completed, you receive an extra life.

Bonus Games

There are two Bonus Games in Game B. To play Bonus Game 1, you must completely clear the screen.

When this bonus game begins, the words "Bonus Level" will flash on the screen and the bonus score will be set to zero. You must still place pieces to complete loopz, but the completed loopz are not cleared from the screen. As soon as you are unable to place a piece or if the timer runs out, the bonus round ends. Your score for completed loopz will be multiplied by the bonus value you accumulated in regular game play. The Bonus Multiplier is reset to "x01" and your bonus score is added to your total number of points when you return to Game B. Loopz completed during the bonus game are <u>not</u> added to your total number of loopz.

To play Bonus Game 2, you must complete a loop that scores more than the bonus target shown above the timer. When the bonus game starts, your bonus score will be set to zero. Then, you will be shown a completed loop, from which pieces will be randomly withdrawn. You must recreate the loop using the same pieces. Other loopz completed on the playfield will score normally but the bonus game will end. Completing the original loop reduces your level number by one and scores the bonus points. The bonus game ends when you are unable to place a piece.

Game C

When Game C begins, you will be asked to enter a password. Press forward or back on the Control Pad to move through the letters of the alphabet. Press right or left on the Control Pad to move the cursor to enter another letter. The password for Screen 1 is ... After every five screens you successfully complete, you will be given the password for the next five screens. You'll get an extra life (up to a maximum of 10) after every 10 screens. The higher the screen, the more difficult the puzzles.

When the game starts, you will be shown a loop from which pieces are removed. You must complete the loop using the same pieces. If you successfully complete the puzzle, you will be shown another loop from which the pieces are removed. You will lose a life if you are unable to complete the puzzle loop. Other loopz completed on the playfield will score normally.

Two Player Games

Game A

Two players play simultaneously. The player who completes a loop or clears the screen receives the points for it. Each player has a separate timer, and players may play against each other at different levels. Players have three lives each. Each

player's scoring is based on the level of play. If a player scores 25 loopz, he/she will get an extra life.

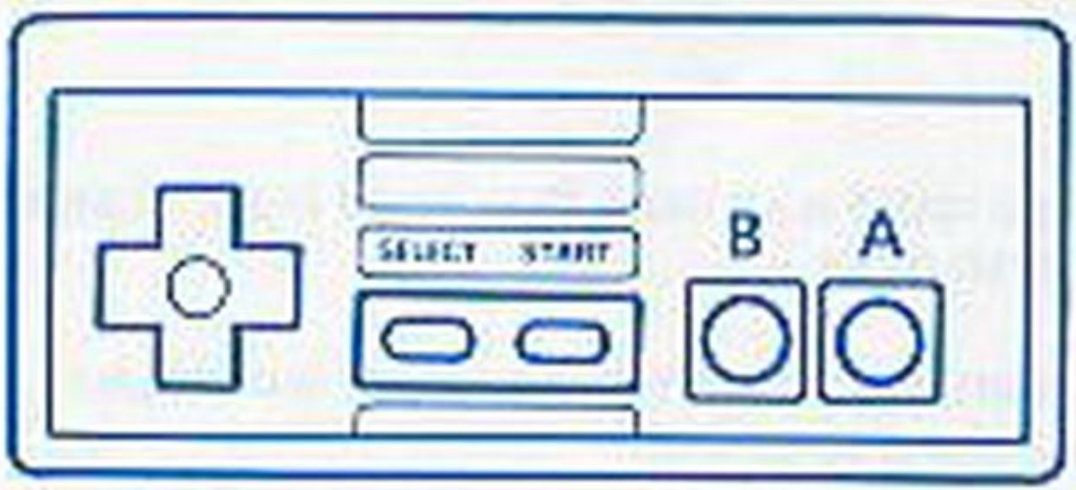
If one player dies, the other player will continue playing until he/she loses his/her remaining lives. However, for every loop the remaining player completes, the level is increased by one.

Game B

Two players take turns placing the pieces using two controllers. The players share three lives and the score. Otherwise, this game is identical to Game B for one player.

CONTROL FUNCTIONS

Press the Control Pad to move the pieces around the playfield. Press the A Button to rotate a piece. Press the B Button to drop, or place, a piece. During the game, press the A, B, and Select Buttons at the same time to reset the game. Press the Start Button to pause the game. Press the Start Button again to resume play.



HIGH SCORES

If you get the high score for either Game A or Game B, you'll get a chance to put your initials on the High Score Screen. Press the Control Pad forward or back to scroll through the alphabet. Press the Control Pad right to move to the next letter. Press the Start Button to enter the score.

High Score for Game A is shown on the screen when you choose a level. High Score for Game B is shown before Game B begins.

HINTS

1. Big loopz score a lot more than small loopz. Large, complex loopz score even more.

2. At the start of each game, the pieces are simpler. Take the opportunity to make a large loop.

3. Straight pieces come in two sizes – one tile or three tiles long. Try not to leave gaps two tiles long.

LIMITED WARRANTY

Mindscape Inc. warrants to the original purchaser of this product that the recording medium on which the Game Pak is recorded will be free from defects in material and workmanship for ninety (90) days from the date of purchase. Defective media returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned media have not been subjected to misuse, damage or excessive wear.

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

–Reorient the receiving antenna
–Relocate the NES with respect to the receiver
–Move the NES away from the receiver
–Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4

Printed in Japan